

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device, comprising:

a scanner for scanning a bar code corresponding to a product identification;

processing means for receiving the bar code from the scanner, for translating the bar code to game data and for determining whether the game data are compatible game data; and

a storage medium for storing the compatible game data, wherein the compatible game data is part of a set of game data, the set of game data including ~~can include~~ character data for ~~one of~~ a plurality of characters, wherein at least two of the plurality of characters are associated with a group, and wherein a third of the plurality of characters is not associated with the group, and wherein the at least two of the plurality of characters do not engage each other in battle, and wherein the at least two characters are controllable by at least one user.

Claim 2 (currently amended): The gaming device of claim 1, wherein the set of game data ~~can~~ includes item data for an item, wherein at least one of the plurality of characters can use the item during battle.

Claim 3 (original): The gaming device of claim 1, wherein the gaming device is a hand-held gaming device.

Claim 4 (original): The gaming device of claim 1, wherein the scanner comprises a light-emitting diode.

Claim 5 (original): The gaming device of claim 1, further comprising: a screen for displaying a menu according to signals from the processing means; and controls for making selections from the menu.

Claim 6 (previously presented): The gaming device of claim 1, the storage medium includes a look-up table, wherein the processing means refers to the look-up table when the processing means translates the bar code to game data, and wherein the look-up table correlates a plurality of different bar codes to a plurality of different game data.

Claim 7 (original): The gaming device of claim 1, wherein the bar code comprises a European Article Numbering code.

Claim 8 (original): The gaming device of claim 1, wherein the bar code comprises a Universal Product Code.

Claim 9 (original): The gaming device of claim 1, wherein the bar code comprises a Global Trade Item Number code.

Claim 10 (original): The gaming device of claim 1, wherein the bar code comprises a Global Location Number code.

Claim 11 (original): The gaming device of claim 1, further comprising a speaker.

Claim 12 (previously presented): The gaming device of claim 1, the processing means determining whether the game data are incompatible game data, the processing means determining whether a contest will be staged based on the processing means determining whether the game data are incompatible data.

Claim 13 (previously presented): The gaming device of claim 1, further comprising a communication port for transmitting signals between the gaming device and a second gaming device.

Claim 14 (previously presented): The gaming device of claim 12, wherein the processing means determines that the game data are incompatible data, the incompatible game data corresponding to an enemy game character.

Claim 15 (original): The gaming device of claim 12, wherein the contest is a battle.

Claim 16 (previously presented): The gaming device of claim 15, wherein the processing means causes the battle to be conducted according to a set of rules stored on the storage medium of the gaming device, wherein the battle is graphically displayed on the screen, wherein the battle is conducted between the compatible game data stored on the storage medium of the gaming device and incompatible game data stored in a second storage medium associated with a second gaming device.

Claim 17 (original): The gaming device of claim 13, wherein the communication port comprises; a first tab for fitting into a first slot of the second gaming device; a second slot for receiving second tab of the second gaming device; and a plurality of contacts for transmitting data between the gaming device and the second gaming device.

Claim 18-22 (canceled).

Claim 23 (currently amended): A gaming device, comprising:

- a case small enough to be held in a single hand of a user;
- a scanner disposed on a first side of the case, the scanner comprising at least one light-emitting diode configured to read bar codes;
- a controller disposed within the case, wherein said controller correlates read bar codes to one of a plurality of game data associated with a game;
- a storage device within the case for storing a set of rules for the game and for storing at least a portion of said plurality of game data; and
- a coupling device for coupling the gaming device with a second gaming device, the coupling device comprising a transmitter and a receiver, wherein the plurality of game data

includes character data for a plurality of characters, wherein at least two of the plurality of characters are associated with a group, and wherein a third of the plurality of characters is not associated with the group, and wherein the at least two of the plurality of characters do not engage each other in a contest, and wherein the at least two characters are controllable by the user.

Claim 24 (original): The gaming device of claim 23, wherein the coupling device further comprises: a first tab configured to fit into a first slot of the second gaming device; and a second slot configured to receive a second tab of the second gaming device.

Claim 25 (previously presented): The gaming device of claim 23, wherein the case of the gaming device comprises a logo associated with the game data, the game data being selected by the controller.

Claim 26 (previously presented): The gaming device of claim 23, wherein the case of the gaming device comprises a color associated with the game data, the game data being selected by the controller.

Claim 27 (currently amended): The gaming device of claim 23, further comprising:
a screen disposed on a second side of the case for displaying a plurality of images and a plurality of menus according to signals from the controller; and a plurality of controls disposed on at least the second side of the case, at least one of the controls allowing ~~a~~the user to select options from a menu.

Claim 28 (original): The gaming device of claim 23, wherein the coupling device is disposed on the first side of the case.

Claim 29 (currently amended): A gaming device, comprising:

 a scanner for scanning a product identification number of a Universal Product Code, the primary meaning of the product identification number being the identification of a commercial product;

 processing means for receiving the product identification number from the scanner, for assigning a secondary meaning to the product identification number, the secondary meaning corresponding with a monster belonging to one of a plurality of tribes and for determining whether the monster belongs to a specific tribe of said plurality of tribes, the specific tribe associated with the gaming device, wherein a first monster and a second monster which belong to the specific tribe do not engage in battle against each other, and wherein the first monster and the second monster are controllable by a user;

 a storage device within the case for storing a set of rules for the game and for storing monster data for monsters belonging to the specific tribe; and

 a coupling device for coupling the gaming device with a second gaming device, the coupling device comprising a transmitter, a receiver, a first tab configured to fit into a first slot of a second gaming device and a second slot configured to receive a second tab of the second gaming device.

Claim 30 (previously presented): The gaming device of claim 1, the bar code corresponding to the product identification being a bar code that identifies a product that is unrelated to the gaming device.

Claim 31 (previously presented): The gaming device of claim 30, the processing means translating the bar code that identifies the unrelated product to game data that is related to the gaming device.

Claim 32 (previously presented): The gaming device of claim 30, the unrelated product being a garment, a household product or a gardening implement.

Claim 33 (previously presented): The gaming device of claim 1, the bar code corresponding to the product identification being a bar code that identifies:

a company; and

a product that is sold by the company,

wherein the company and the product sold by the company are unrelated to the gaming device.

Claim 34 (previously presented): The gaming device of claim 1, the bar code corresponding to the product identification being a bar code that identifies an arbitrary product that is unrelated to the gaming device.

Claim 35 (previously presented): The gaming device of claim 23, the bar codes being bar codes that identify products that are unrelated to the gaming device.

Claim 36 (previously presented): The gaming device of claim 35, the controller correlating the bar codes that identify the unrelated products to game data associated with the gaming device.

Claim 37 (previously presented): The gaming device of claim 35, the unrelated product being a garment, a household product or a gardening implement.

Claim 38 (previously presented): The gaming device of claim 23, the bar codes being bar codes that identify:

a company; and

a product that is sold by the company,

wherein the company and the product sold by the company are unrelated to the gaming device.

Claim 39 (previously presented): The gaming device of claim 23, the bar codes being bar codes that identify arbitrary products that are unrelated to the gaming device.

Claim 40 (previously presented): The gaming device of claim 29, the Universal Product Code identifying a product that is unrelated to the gaming device.

Claim 41 (previously presented): The gaming device of claim 40, the processing means translating the Universal Product Code that identifies the unrelated commercial product into game data that is related to the gaming device.

Claim 42 (previously presented): The gaming device of claim 40, the unrelated product being a garment, a household product or a gardening implement.

Claim 43 (previously presented): The gaming device of claim 29, the Universal Product Code identifying:

a company; and
a product that is sold by the company,
wherein the company and the product sold by the company are unrelated to the gaming device.

Claim 44 (previously presented): The gaming device of claim 29, the Universal Product Code identifying an arbitrary product that is unrelated to the gaming device.

Claim 45 (new): The gaming device of claim 1, further comprising:
an electronic circuit operable to determine whether a contest will be staged, wherein if the game data is not compatible game data and the bar code was scanned twice, the contest will be staged.

Claim 46 (new): The gaming device of claim 45, wherein if the game data is not compatible game data and the bar code is scanned only once, the contest will not be staged.